

BX13

Second of 5 Modules

DEATH FROM ABOVE

DESIGNED BY BILL BARSH



The giants are planning war. They are searching for something hidden deep in their past. Something that will unite the races and tribes. Something that has been hidden in history but waiting to be found.

Fog of War is a BX RPG dungeon adventure for four to six characters of 7th to 9th level.



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Death from Above

Contents

Adventure Introduction	4
Player Introduction	5
Temple of the Sky	6
The Cloud Vault	10
New Monsters.....	14
Maps.....	15–16



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Death From Above

GM Introduction

Death from Above is the second module in the **Return of the Giants** series produced by designed by Pacesetter Games & Simulations. This module is designed for four to six characters of 7th to 9th level and uses the BX RPG system. No particular character class is required though a balanced party is recommended. At least two fighter types would be helpful.

This module is set in the Misty Isles campaign setting produced by Pacesetter Games & Simulations. It is not necessary to use the Misty Isles setting and these modules can easily be adapted for most any campaign setting.

In **Death from Above**, the Player Characters (PCs) will go up against a group of evil cloud giants and their minions as they attempt to gain access to the Cloud Vault. Within the vault lies a clue to the location of a long-lost giant palace that holds the key to uniting all the giant races. A small, and very secretive, sect of giants (from each evil race) is attempting to unite the all the giant tribes in order to reclaim their dominance in the world. The giants have sent several squads on missions to find various hidden temples in order to locate the ancient and all-but forgotten House of Narimemar. Narimemar was the last giant king who somehow managed to hold together the giant kingdom with the help of some very powerful and mysterious magic. It is this magic that these contemporary giants seek to control in order to unify the splintered races of giants and then wage war.

Each module in this series will feature a specific race of giant, though not every race will be included. The final module, **Myth of the Giant King**, includes the revelation of how the various giant races came to be and the magic used to control them.

GM Background

When the world was much younger, giants ruled the lands. However, at that time there was a single race of the creatures. They ruled for a thousand years without threat. But eventually the kingdom fractured. Factions demanded more control, land or power. Decay had set in and the rule of the giants was threatened from within. As the kingdom began to fail one of the ruling houses stepped forward and took command.

Somehow, the House of Narimemar gathered support and took control of the entire giant kingdom. For another 300 years the giants ruled, led by House Narimemar. What was not known was that Narimemar himself had made a pact with powerful human arch mage. The mage, Rislavin, used his considerable



Death From Above

powers to control the rival factions of giants. However, in order to unite the giant factions, Rislavin had to infuse each with varying elements of magic. Rislavin used these elements to control the giants and link each faction.

Catastrophe ensued when Rislavin finally perished and his spells failed with unforeseen effect. The giant factions, instead of simply shunning the magic that secretly bound them, became polarized as the elemental effects of the spells were released and consequently consumed them. It was the birth of the giant races that roam the world today.

Immediately, the House of Narimenar failed and the giants became fractured and their kingdom collapsed. Narimenar, now crippled with age, and his kingdom in ruin, ordered the gates to his mountain keep sealed. Several giant clans attempted to enter the gates, but failed. It was then decided that secret temples would be constructed and clues to the location of the House hidden in each. Several loyal giants reasoned that at some time the kingdom could be reborn but the secrets held in the House of Narimenar would be needed.

Now, many centuries later, several giant kings have conspired to unite and again rule the world. They have decided to find the House of Narimenar and discover the secrets of the magic that gave the power to rule the world.

In this module, the PCs have travelled to the Temple of the Sky. This temple is used by the cloud giants to access the Cloud Vault where they have secured their portion of the Finding Cube. A small group of evil cloud giants have entered the temple and some have been transported to the Cloud Vault. The PCs must defeat the cloud giants and overcome the traps within the Cloud Vault.

Player Introduction

In the race to find the House of Narimenar before the evil giant clans you have struck first blood. You defeated the fog giants as they sought out the first piece of the Finding Cube. Using that segment of the cube, you have discovered the location of the Temple of the Sky, a shrine that can transport you to the Cloud Vault. Within the vault you will discover another piece of Finding Cube.

The Temple of Sky is now within sight. But it is far from unguarded as you can see improvised fortifications made of fallen trees and stone in front of the temple entrance.



Death From Above

GM Description: A band of evil cloud giants has entered the temple. Several giants and spotted lions were left behind to guard against intruders (the evil cloud giants are expecting good cloud giants, not a group of adventurers). Three cloud giants and four spotted lions lurk behind a hastily built enclosure of logs and stone. They have gathered 20 hurling stones (3d12 damage) and 15 massive throwing spears (2d12 damage). The stones have a range of 240 and the spears a range of 360.

The giants cannot be surprised as they are expecting enemies.

Cloud Giant (3) AC 2; HD 13; hp 65, 60, 53; #AT 1; Dmg club 6d6; SA hurl boulders 3d12 or spear 2d12 (two per round); SD Cloudform; MV 150/50; INT 13, AL C; EXP 3,250; Thaco 10. Each cloud giant carries a sack with 1d6x100 gp. The giant with 65 hp has a *potion of flying*.

Spotted Lion (4) AC 5; HD 6+2; hp 30 each; #AT 3 (5); Dmg 1d4 claw / 1d4 claw / 1d12 bite / 2d4 rear claw / 2d4 rear claw; SA Rake if two front claws hit, both rear claws may attack; SD None; MV 120/40; INT 4 AL N; EXP 650; Thaco 13

Temple of the Sky

The Temple of the Sky is a shrine built by the cloud giants and also serves as a gateway to the Cloud Vault. Within the temple are two chambers that hold challenges. These challenges must be overcome in order to gain access to a teleportation chamber that connects to another at the Cloud Vault.

The group of evil cloud giants will be in location 8 when the PCs enter the temple. Some will have already teleported to the Cloud Vault. Those that remain will attack any intruders that enter location 8.

1. Entrance

GM Description: Massive carved stone blocks form the entrance to the Temple of the Sky. The temple is built within a mountain. The ceiling are 35' high in all location.

2. Hall

GM Description: This chamber grants access to the two challenge chambers. Also, a pair of massive stone doors (location 5) bar entrance to the inner sanctum (location 6) and teleportation chamber (location 8). The stone doors cannot be opened until both challenge rooms are successfully completed. The doors



Death From Above

cannot be damaged by any means. The walls of the chamber are covered with murals of various mountain ranges throughout the DarkLand and depict the various cities of the cloud giants.

3. Challenge Room – Lighting

This large room has no floor; only a void that fades into darkness. Opposite the door is a platform. On the platform a large pedestal holds a golden bowl. Stationed at 10' intervals throughout the room are small white clouds. The clouds are no more than five feet across and all are at floor level. Blue streaks of lightning arc between the clouds.

GM Description: The PCs must find a way to cross the room and drink from the bowl on the platform. The floating clouds can support any amount of weight. There are total of 16 clouds in this room. They are designated 1-12. There are four separate lightning bolts circulating through the room. The lightning bolts randomly shift from cloud to cloud each round. Roll 1d12 to determine the cloud receiving the a lightning bolt. No two lightning bolts can occupy the same cloud on any round. If a PC is standing on a cloud on the same round a lightning bolt arrives, the PC will suffer 4d6 electrical damage (save for half damage). Additionally, any PC struck by a lightning bolt will be affected by a *dispel magic* as if cast by a 20th level magic user.

An unarmored, unencumbered human or elf PC can jump from cloud to cloud at a rate of one per round without risk of failure. Any of the shorter races (gnome, dwarf, halfling) must make a dexterity check to be successful.

Characters that attempt use a spell to cross the room (other than teleport, dimension door) will immediately be struck by a bolt of lightning (same effects as above). In most cases, this will cause the PC to fall. A falling PC may attempt a dexterity check in order to land on a cloud.

PCs using magical devices to cross the room will be affected as if under a spell (see above). A magical device will lose its magic properties for one turn if hit by a lightning bolt.

The pedestal holds a bowl of water that is always full. **Each** PC must drink the water and eat an apple from location 4 to enter the inner sanctum (location 5).



4. Challenge Room—Sky Squid

A thin shroud of mist fills this room. The mist thickens as it rises from the floor and becomes impenetrable too vision at fifteen above ground level. It is as if a cloud is suspended within the room. Opposite the entrance you can see an large alcove. A single apple tree, laded with fruit stands alone in the alcove.

GM Description: The cloud is home to a sky squid (see **New Monster** section). When the first PC enters the room, the sky squid will release its cloud ink and the room will become densely packed with misty cloud (sight distance limited to 10 feet). The floor of the room is uneven making walking difficult and running impossible (more so due to the limited visibility). Any character moving across the floor must move at 1/4 speed or be forced to make a dexterity check (-4 penalty) or fall.

The sky squid will attack any PCs that enter the room. The creature is so large that its body will remain obstructed by the cloud and only its tentacles will be revealed. The squid can reach any part of the room as each tentacle is 60 feet long. It will not attack cloud giants (or any obvious minion of a cloud giant).

The creature will attack until all of its tentacles are destroyed. It will then withdraw and regenerate (eliminated from this adventure). Each PC must eat an apple and drink the water from location 3 in order to pass through doors at location 5.

Sky Squid (1) AC 0/3; HD 15; hp 90 (tentacle 30); #AT 8 (1); Dmg 2d6 tentacle or 3d6 bite; SA only bite if tentacle hit by 4 or more, constriction if hit by 4 or more; SD None; MV fly 120/40; INT 5; AL N; EXP 4,200; Thaco 9.

5. Portal

GM Description: A set of massive stone doors bar entrance to the inner sanctum. The doors are impervious to damage or magic. In point of fact, the doors do not open at all. Any character that succeeds in drinking the water (location 3) and eating an apple (location 4) may simply pass through the doors.



6. Inner Sanctum

This room is empty but for a floor to ceiling mural on each wall. The murals depict various mountain cities and a few cloud-borne castles. Each depiction is identified with a name.

GM Description: Identified in the murals are the nine cloud giant cities and four cloud giant cloud castles. Additionally, the cloud vault is easily recognizable. Unless one of the PCs speaks cloud giant, a *comprehend languages* spell (or magic item) will be required to properly learn its cloud giant name. A PC must speak the proper name of the location when entering the teleportation chamber at location 8.

7. Ambush

GM Description: This room is guarded by two invisible stalkers. They will attack any intruders (other than cloud giants). Also, two cloud giants are hiding behind the pillars closest to the teleportation chamber. The giants each have three boulders and they will throw them at the PCs. The giants will flee into the teleportation to warn the others that have just recently teleported to the Cloud Vault.

Cloud Giant (2) AC 2; HD 13; hp 61, 47; #AT 1; Dmg club 6d6; SA hurl boulders 3d12 or spear 2d12 (two per round); SD Cloudform; MV 150/50; INT 13, AL C; EXP 3,250; Thaco 10. Each cloud giant carries a sack with 1d6x100 gp.

Invisible Stalker (2) AC 3; HD 8, hp 52, 42; #AT 1; Dmg 4d4; SA None; SD +4 save vs magic/spells, invisible; MV fly 120/40; AL N; EXP 1,900; Thaco 12.

8. Teleportation Chamber

GM Description: This chamber is filled with thick mist which obscures the walls, floor and ceiling. A PC that enters may announce the name of his destination (in this case, the Cloud Vault) using the proper cloud giant name. He will instantly be teleported to the Cloud Vault (location 1). The PC, upon re-entering the teleportation chamber (at the Cloud Vault) will automatically be returned to this location.



The Cloud Vault

Drifting high in a bank of thick clouds is the Cloud Vault. The cloud giants built the vault to house their piece of the **Finding Cube**. The vault is a thick-walled structure that cannot be damaged by normal or magical means. The vault is actually built into the cloud and has no real floor or ceiling. However, both floor and ceiling are solid and cannot be penetrated easily. The floor can easily support the weight of several cloud giants. The entire complex is lighted as if in daylight as the rays of the sun can penetrate the cloud ceiling. A thin and hazy mist covers the floor and ceiling throughout the complex (about one foot deep). The ceiling height of the entire vault is 30 feet.

1. Teleportation Chamber

GM Description: This room is exactly the same as the chamber within the Temple of the Sky. The PCs will arrive in this chamber from the Temple of the Sky. They can linger inside as long as they wish. However, if they leave and re-enter, they will automatically be teleported back to the Temple of the Sky. At that point, the PC must again complete the challenges in order to use the teleportation chamber.

2. Spectral Trap

GM Description: Standing (actually hovering) at this location is a clear apparition of a nondescript cloud giant. The figure will say, in cloud giant, "Name your tribe." The PCs can name any of the locations they discovered in the inner sanctum of the Temple of the Sky (location 6). If they could not read the names, they will not be able to answer the question. A wrong answer (or no answer) will result in the entire floor area (marked on map) to thin and the PCs will fall through the cloud (this will result in death unless the PCs can somehow fly, levitate, etc.). Optionally, the PCs may attempt to leap back into the teleportation chamber (and be returned to the Temple of the Sky) with a successful dexterity check. If the PCs answer correctly, the apparition signals the PCs to pass.

3. Foyer

GM Description: This area is more of a hallway than a room. A pair of massive stone doors leads to location 13. Each door has a key hole. The doors cannot be opened unless the keys are used. The doors cannot be damaged. One key is located in location 8 and the other in location 10.



Death From Above

4. Giants

GM Description: Two cloud giants are arguing about which room to enter. They have detected the approach of the PCs and the giants are near the doors to location 8. The giants have two pet spotted lions who are at location 5. The giants hope to lure PCs into location 4 so that the lions can attack the PCs from the rear.

Cloud Giant (2) AC 2; HD 13; hp 55, 44; #AT 1; Dmg club 6d6; SA hurl boulders 3d12 or spear 2d12 (two per round); SD Cloudform; MV 150/50; INT 13, AL C; EXP 3,250; Thaco 10. The giant with 44 hp carries six diamonds worth 200 gp each. He also has a *scarab of protection* (3 charges).

Spotted Lion (2) AC 5; HD 6+2; hp 34, 32; #AT 3 (5); Dmg 1d4 claw / 1d4 claw / 1d12 bite / 2d4 rear claw / 2d4 rear claw; SA Rake if two front claws hit, both rear claws may attack; SD None; MV 120/40; INT 4 AL N; EXP 650; Thaco 13

5. Alcove

GM Description: See location 4 for details. Otherwise, the area is empty.

6. Chamber of Snow

GM Description: A swirling blizzard blasts about this room. Visibility is no more than five feet. The air temperature is -10 degrees. An unprotected (from cold) character will suffer 1d4 damage per round in this room. Two winter wolves are summoned to the room when the door is opened. They will attack any who enter more than 10 feet into the room. One turn after the door is closed (and no one is in the room), the wolves disappear. If destroyed, the wolves will not reappear for 24 hours.

Winter Wolf (2) AC 5; HD 5+2; hp 32, 26; #AT 1; Dmg 1d8 bite; SA Frost breath for 2d12 damage; SD Cold resistant; MV 150/50; INT 5; AL N; EXP 575; Thaco 14

7. Chamber of Rain

GM Description: Sheets of rain fall in this room. Visibility is less than 10'. When the door is opened, a shambling mound will appear in the center of the room. It will attempt to ambush any who enter. Otherwise, the room is empty. If destroyed, the shambling mound will not reappear for 24 hours.



Death From Above

Shambling Mound (1) AC 0; HD 10; hp 50; #AT 2; Dmg 2d8 claw / 2d8 claw; SA suffocate; SD Lots; MV 60/20; INT 6; AL N; EXP 2,400; Thaco 11

8. Key Room

GM Description: This room is completely void of decoration. Levitating in the center of the room is a large silver key. If a PC approaches within 10' feet of the key it will seemingly vanish. The key will teleport to either location 6 or 7. It will go to the room that has not been investigated by the PCs. If both rooms have been investigated, roll randomly to determine which room it moves to. It will not teleport again.

9. Ice Room

GM Description: This room is filled with a thick fog. Visibility is restricted to five feet. The floor is covered with ice and movement is treacherous. Each round spent in the room requires a dexterity check. If a PC falls, he will fall through the ice into a 10 foot pit filled with ice spikes (damage is 1d6 for the fall, 1d4 spikes for 1d4 damage each). Otherwise, the room is empty.

10. Key Room

GM Description: A large silver key hangs from a peg on the north wall of the room. If the key is touched, all those in the room will be teleported to location 12. The key will remain in this room. The teleportation trap will only function once every 24 hours.

11. Cloud Giants

GM Description: Three cloud giants are waiting for the PCs in this room. They know of the teleportation trap in location 10. They hope the PCs will enter location 10 before they enter this room. If not, the giants will attack.

Cloud Giant (2) AC 2; HD 13; hp 51, 42; #AT 1; Dmg club 6d6; SA hurl boulders 3d12 or spear 2d12 (two per round); SD Cloudform; MV 150/50; INT 13, AL C; EXP 3,250; Thaco 10. Each cloud giant carries a sack with 1d6x100 gp.

Cloud Giant, Leader (1) AC 2; HD 13; hp 80; #AT 1; Dmg club 6d6; SA hurl boulders 3d12 or spear 2d12 (two per round); SD Cloudform; MV 150/50; INT 13, AL C; EXP 3,250; Thaco 10. He carries a sack with 1d12x100 gp., a gold necklace (1,500 gp) and a *potion of extra healing*.



12. Arrival Platform

GM Description: Any PCs who are teleported from location 10 will arrive in this location. The only way back into the vault is through the secret doors at location 3. Two air elementals patrol the exterior of the vault. They are located on the map “A”. One elemental at each location. If destroyed, they will not reappear during this scenario.

Air Elemental (2) AC 2; HD 8; hp 50, 45; #AT 1; Dmg 2d10; SD +2 or better to hit; MV fly 360/120; INT 7; AL N; EXP 1,750; Thaco 12

13. Donation Room

GM Description: The doors to location 14 will not open unless the PCs make a donation in this room. There are four chests; two on each the north and south walls. The PCs must deposit a gold piece value of 500 gp in each chest. Alternatively, a magic item (of any type) will suffice. When all four chests have the requisite treasure, the doors will open the contents of each chest will vanish.

14. The Finding Cube Panel

GM Description: A large brass pedestal holds is set on a dais at the west end of the chamber. A single brass panel of the Finding Cube rests on the pedestal.

Ending the Adventure

This module will come to a close when the PCs have obtained the brass panel in location 14 of the Cloud Vault. At this point, the GM may run any of the other modules in this series. They do not need to be run in any particular order. When the PCs obtain all five plates they will be able to find the House of Narimemar, which is detailed in module BX16.



Death From Above

Sky Squid

Frequency: Very Rare

No. Encountered: 1

Size: Large

Movement: 120 ft

Armor Class: 0/3

Hit Dice: 10-15

No. of Attacks: 8 tentacles +1 bite

Damage: 2d6 tentacle / 3d6 bite

Special Attacks: Constriction

Special Defenses: None

Magic Resistance: Standard

Lair Probability: 0%

Intelligence: Average

Alignment: Neutral

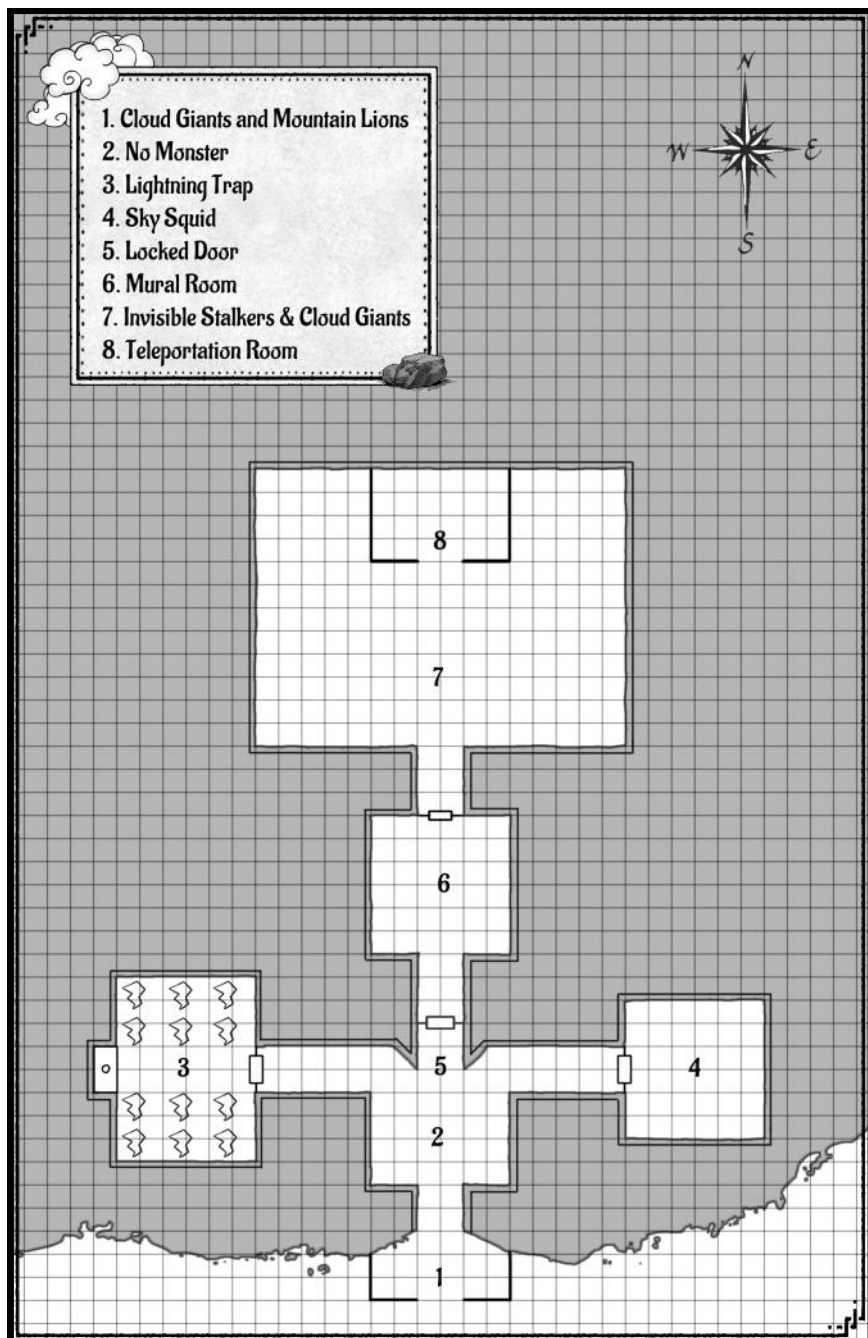
Experience: varies

The sky squid live high in the clouds and rarely come down to ground level. They prefer to hunt arial creatures, though if very hungry they will prowl mountainous areas. They have been known to be used by cloud giants and storm giants as guards.

The tentacles have AC 0, while the main body has AC 3. Each tentacle has 2 hp per HD. The creature cannot be killed unless its main body is destroyed. Sky squids regenerate 1 hp per turn. Damaged tentacles regenerate individually. If five or more tentacles are destroyed, a sky squid will generally retreat.



Death From Above

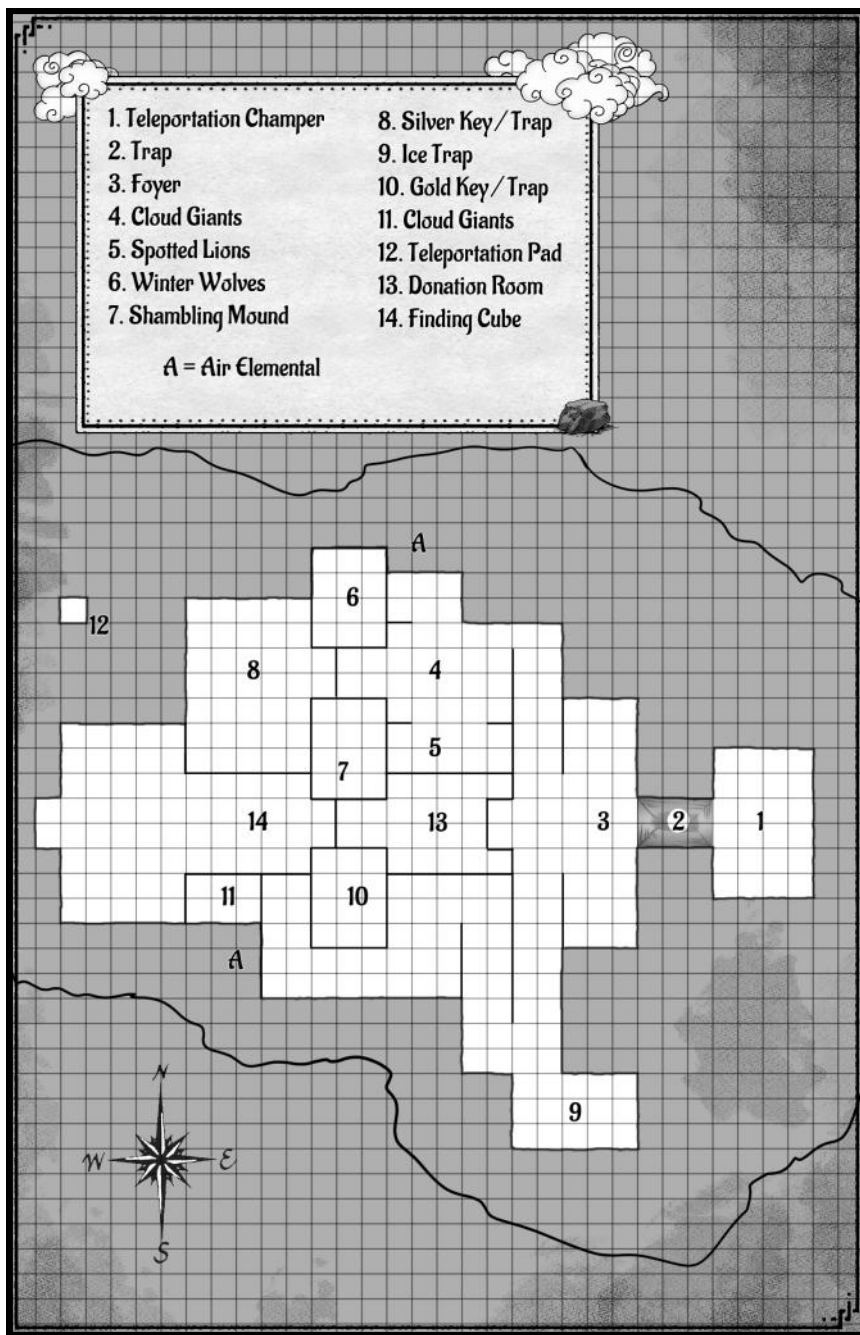




Death From Above

- | | |
|--------------------------|-----------------------|
| 1. Teleportation Champer | 8. Silver Key / Trap |
| 2. Trap | 9. Ice Trap |
| 3. Foyer | 10. Gold Key / Trap |
| 4. Cloud Giants | 11. Cloud Giants |
| 5. Spotted Lions | 12. Teleportation Pad |
| 6. Winter Wolves | 13. Donation Room |
| 7. Shambing Mound | 14. Finding Cube |

A = Air Elemental



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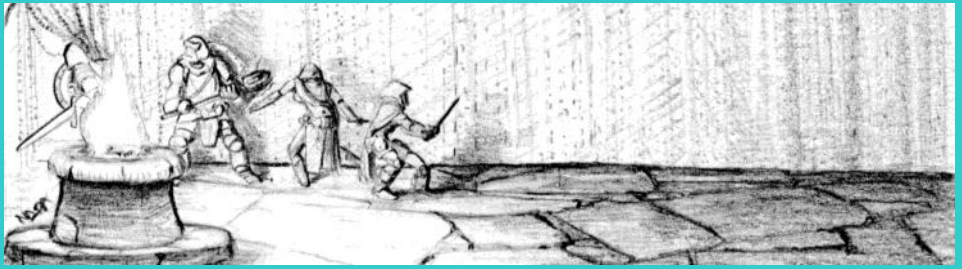
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